Subject: Re: Compiling own library in TheIDE
Posted by mirek on Tue, 18 Feb 2020 17:28:38 GMT

Arvidas wrote on Tue, 11 February 2020 11:41Hi,
I am new in TheIDE, earlier i was using CodeBlocks but it is too bugy.
TheIDE is not intuitive, so i need a few answers.
I'm trying include directories to GLFW 3.3.2 library, and GLEW 2.1.0(i know it is inside TheIDE)
Setup -> Build methods -> INCLUDE directories(.h, .hpp) and -> LIB directories(.lib, .a)
I added in Package organizer link options: -lglfw3 -lgdi32 -lglew32s -lglu32 -lopengl32
 but TheIDE can't see files.

Useful for you at this point is Setup/Verbose. If active, it will list complete commandlines while
compiling, so that you will know what is going on.

Then it is probably better to add libraries directly as libraries instead of linker options. Load some
U++ example, open package organizer and check e.g. the Core package. See how system libs
are added...

Also: Check that you have added build method directories to the correct build method (the one
you are using to compile).

Mirek